

Claims

What is claimed is:

- [c1] A method for generating a projected graph data structure, comprising:
 - generating a request for the projected graph data structure using a variable usage specification;
 - retrieving a server graph data structure using the request;
 - generating a projected graph data structure representation using the request, the server graph data-structure, and a schema associated with the server graph data-structure; and
 - instantiating the projected graph data-structure using the projected graph data-structure representation.
- [c2] The method of claim 1, further comprising:
 - synchronizing projected objects located on the client with distributed objects located on a server.
- [c3] The method of claim 1, wherein the projected graph data structure is an object graph.
- [c4] The method of claim 1, wherein the server graph data structure is an object graph.
- [c5] The method of claim 1, wherein the projected graph data structure representation comprises a hash table.
- [c6] The method of claim 1, wherein the projected graph data structure representation comprises an Extensible Mark-up Language document.
- [c7] The method of claim 1, wherein the projected graph data structure representation comprises a serialized file.
- [c8] The method of claim 1, wherein the variable usage specification comprises a list of required objects and object attributes.

[c9] The method of claim 1, wherein the server graph data structure is located in a persistent data store.

[c10] A method for generating a projected graph data-structure, comprising:
generating a request for the projected graph data-structure using a usage variable specification;
retrieving a server graph data-structure using the request;
generating a projected graph data-structure representation using the request, the server graph data-structure, and a schema associated with the server graph data-structure;
instantiating the projected graph data-structure using the projected graph data-structure representation; and
synchronizing projected objects located on the client with distributed objects located on a server.

[c11] A network system, comprising:
a customer component that generates a request for a projected object graph;
a service component that generates a service-side projected object graph representation ;
means for generating the request for the projected graph data-structure using a usage variable specification;
means for retrieving a server graph data-structure using the request;
means for generating the projected graph data-structure representation using the request, the server graph data-structure, and a schema associated with the server graph data-structure; and
means for instantiating the projected graph data-structure using the projected graph data-structure representation.

[c12] The network system of claim 11, further comprising:
synchronizing projected objects currently located on the client with distributed objects located on a server.

- [c13] The network system of claim 11, wherein the projected graph data-structure is an object graph.
- [c14] The network system of claim 11, wherein the server graph data-structure is an object graph.
- [c15] The network system of claim 11, wherein the projected graph data-structure representation comprises a hash table.
- [c16] The network system of claim 11, wherein the projected graph data-structure representation comprises an Extensible Mark-up Language document.
- [c17] The network system of claim 11, wherein the projected graph data-structure representation comprises a serialize file.
- [c18] The network system of claim 11, wherein the request comprises a variable usage specification.
- [c19] The network system of claim 18, wherein the variable usage specification comprises a list of required objects and object attributes.
- [c20] The network system of claim 11, wherein the server graph data-structure is located in a persistent data store.
- [c21] The network system of claim 11, wherein the customer component and the service component communicate over a network link.
- [c22] An apparatus for generating a projected graph data-structure, comprising:
 - means for generating a request for the projected graph data-structure using a usage variable specification;
 - means for retrieving a server graph data-structure using the request;

means for generating a projected graph data-structure representation using the request, the server graph data-structure, and a schema associated with the server graph data-structure; and

means for instantiating the projected graph data-structure using the projected graph data-structure representation.

[c23] The apparatus of claim 22, further comprising:

means for synchronizing projected objects located on the client with distributed objects located on a server.

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